

AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (currently amended): A electronic timepiece, particularly a wristwatch, including a game mode and having display means ~~capable of including an analogue time display comprising hour symbols and at least two hands for displaying the time, which are~~said display means being controlled by an electronic unit provided with storage means, the timepiece further including manual control means allowing a user to enter data into said electronic unit,

wherein the game mode is a memory game mode, wherein said electronic unit generates, stores and temporarily displays one or more visual indications via at least one of said display means~~hands~~, then the user provides answers attempting to reproduce said indications using said manual control means, and said electronic unit compares said answers to said stored indications.

2. (original): The timepiece of claim 1, wherein said visual indications are numerical values and wherein in the game mode said electronic unit randomly generates at least a first sequence of one or more numerical values and temporarily displays said sequence, then the user provides a sequence of answers consisting in successively reproducing said numerical values of the first sequence, said electronic unit compares the answers to the stored values and displays an indication as to the result of the comparison at least if the sequence of answers is not identical to the sequence of stored values.

3. (original): The timepiece of claim 2, wherein when the result of the comparison indicates that the sequence of answers is identical to the sequence of stored values, said electronic unit generates and stores a next sequence of numerical values, then the user provides a new sequence of answers, said electronic unit compares said answers to said stored values and displays an indication as to the result of the comparison at least if the sequence of answers is not identical to the sequence of stored values, and so on.

4. (currently amended): The timepiece of claim 1, ~~wherein said display means include an analogue time display, having hour symbols and at least two hands individually driven by distinct motor means, and~~ wherein said manual control means include control keys arranged in registration to at least certain of said hour symbols.

5. (original): The timepiece of claim 4, wherein said control keys are formed by electrodes arranged against a glass of the timepiece and facing the corresponding hour symbols.

6. (original): The timepiece of claim 4, further including an alphanumerical display used for displaying messages relating to the progress of the game.

7. (original): The timepiece of claim 4, wherein said visual indications are time values and wherein the time value display in the game mode is achieved by positioning at least one of said hands facing one of said hour symbols.

8. (original): The timepiece of claim 7, wherein the display of said time values in the game mode is achieved by means of hour and minute hands like a conventional time display.

9. (original): The timepiece of claim 4, wherein said display means include function symbols, one of the hands being positioned facing one of the function symbols during the

temporary display phase of one or more visual indications, then facing another of the function symbols while the user provides a sequence of answers.

10. (original): The timepiece of claim 1, including an electro-acoustic transducer controlled by said electronic unit and arranged to emit, during display of said visual indications, various sounds that correspond to the various visual indications displayed.

11. (original): The timepiece of claim 1, wherein said electronic unit is arranged for determining and displaying results of the memory game for different players.

12. (currently amended): A method of using an electronic timepiece as a memory game, the timepiece including display means ~~capable of~~ comprising hands for displaying the time, which are controlled by an electronic unit provided with storage means, the timepiece further including manual control means allowing a user to enter data into said electronic unit,

wherein in a first phase of the memory game, said electronic unit generates, stores and temporarily displays one or more visual indications via at least one of said display means hands, then the user provides answers attempting to reproduce said indications using said manual control means, and said electronic unit compares said answers to said stored indications.

13. (currently amended): The method of claim 12, wherein, in said first phase, said electronic unit randomly generates at least a first sequence of one or more visual indications, stores it in the storage means and temporarily display it via said ~~time display means~~ hands, then the user provides a sequence of answers consisting in successively reproducing said visual indications of the first sequence with said manual control means, said electronic unit compares said answers to the stored indications and displays an indication as to the result of the

comparison at least if the sequence of answers is not identical to the sequence of stored indications.

14. (currently amended): The method of claim 13, wherein when the result of the comparison indicates that the sequence of answers is identical to the sequence of stored indications, said electronic unit generates, ~~and stores~~ and temporarily displays a next sequence of visual indications, then the user provides a new sequence of answers, said electronic unit compares said answers to the stored indications and displays an indication as to the result of the comparison at least if the sequence of answers is not identical to the sequence of stored indications, and so on.

15. (original): The method of claim 14, wherein said next sequence comprises at least one visual indication more than the preceding sequence.

16. (original): The method of claim 15, wherein said next sequence is generated by adding at least one extra visual indication to those of the preceding sequence.

17. (currently amended): The method of claim 12, wherein, during the display of the visual indications, the timepiece emits various sounds which correspond to the various visual indications displayed, respectively.